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DEC 13 2004
JC32
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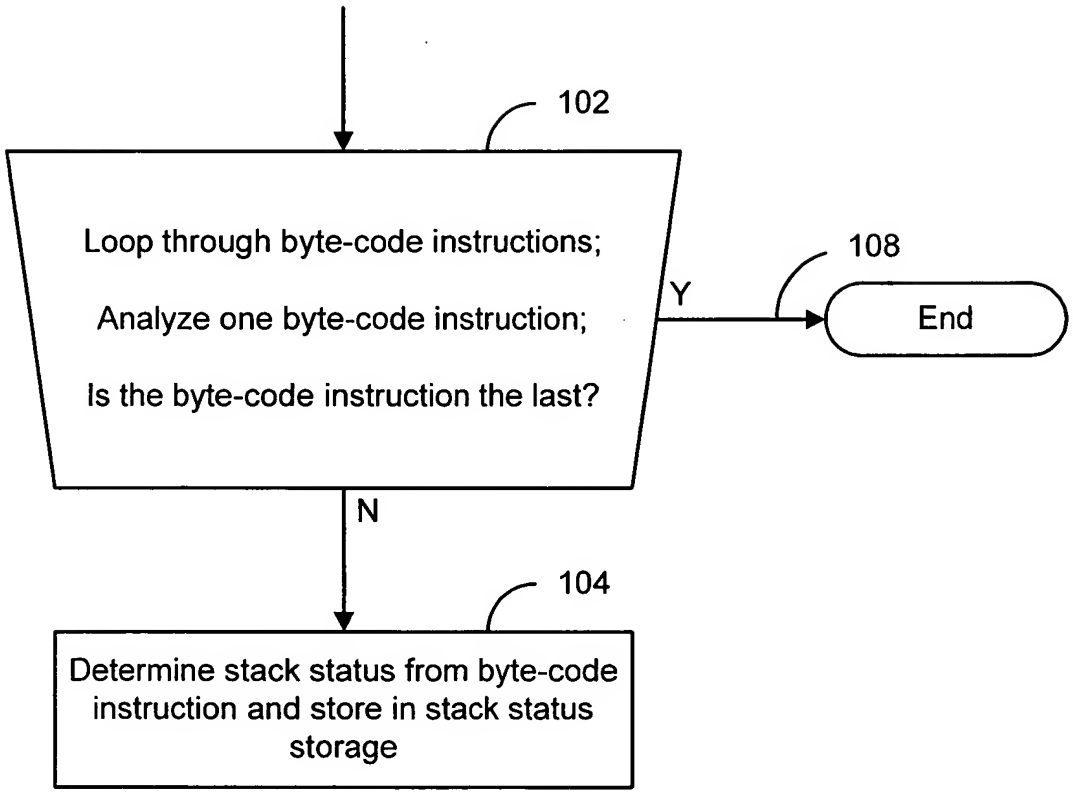

FIG. 1A
(Prior Art)

150 →

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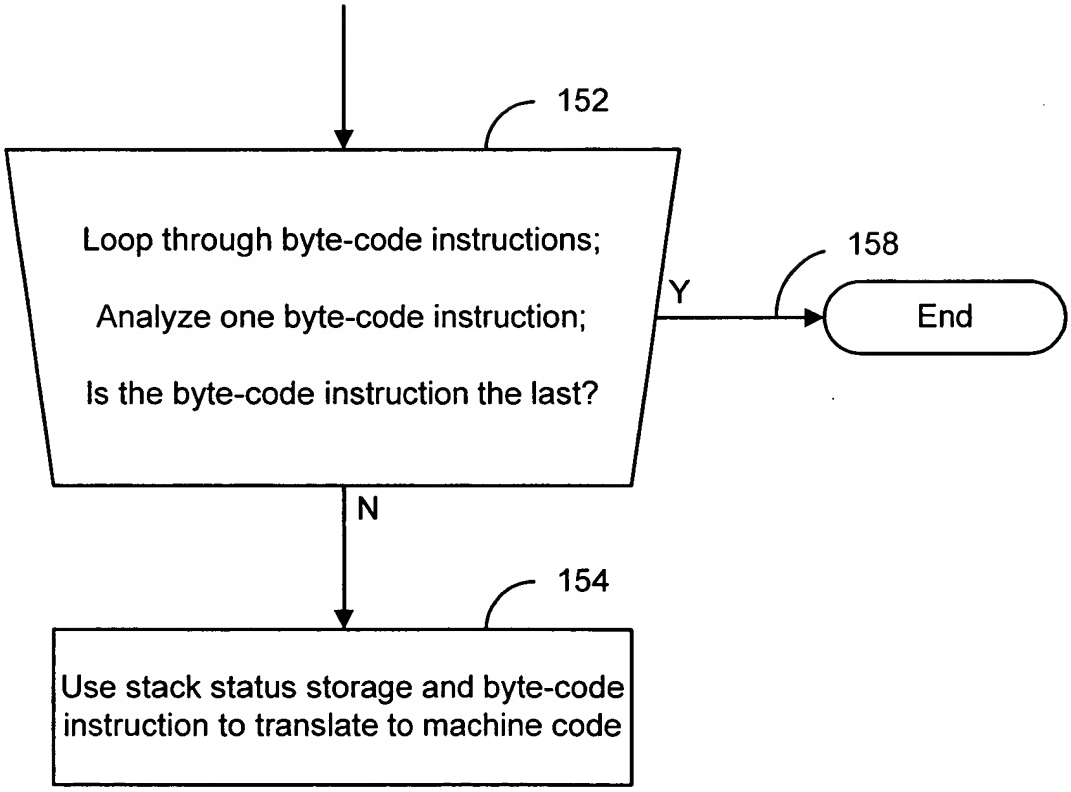

FIG. 1B
(Prior Art)

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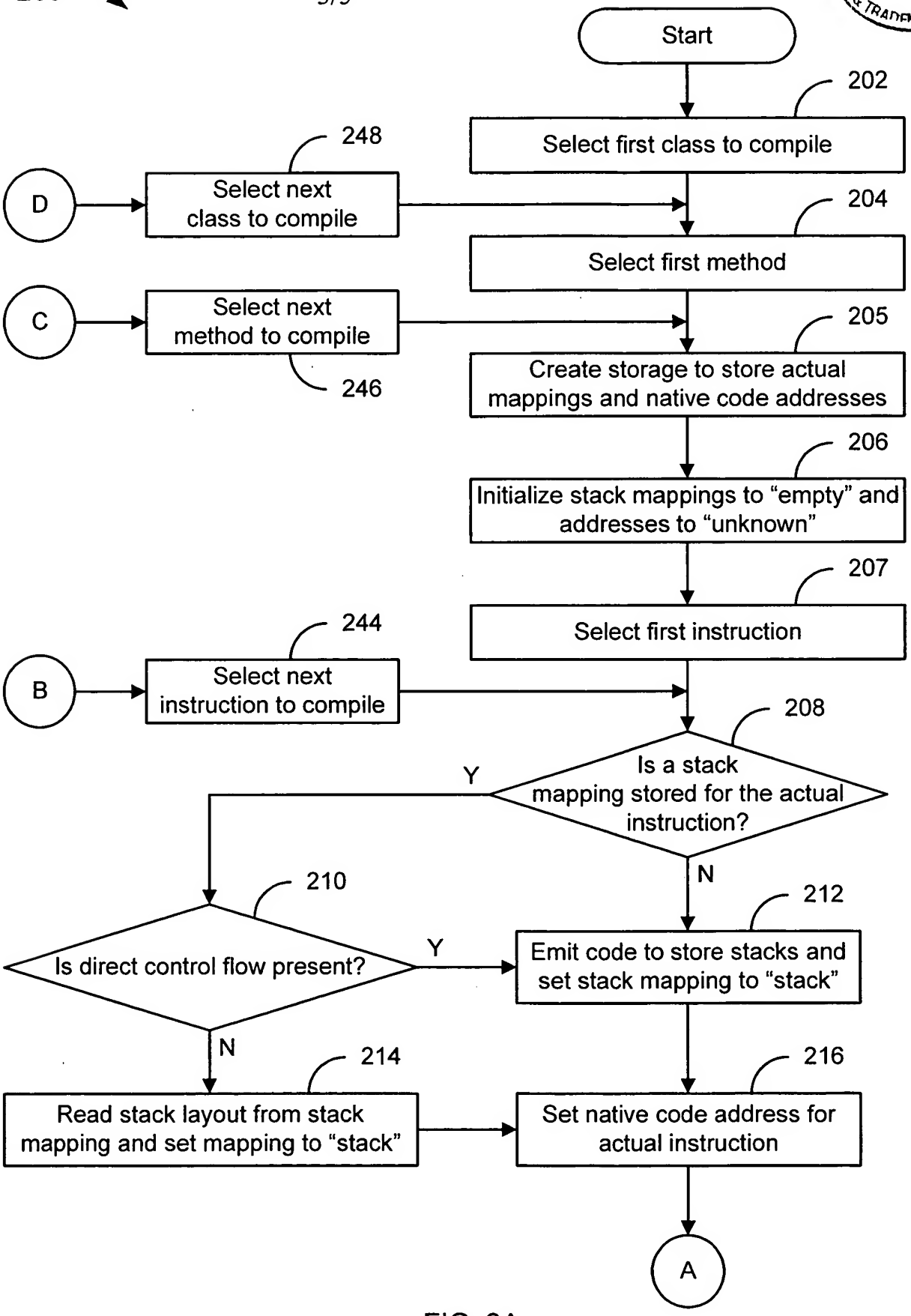

FIG. 2A

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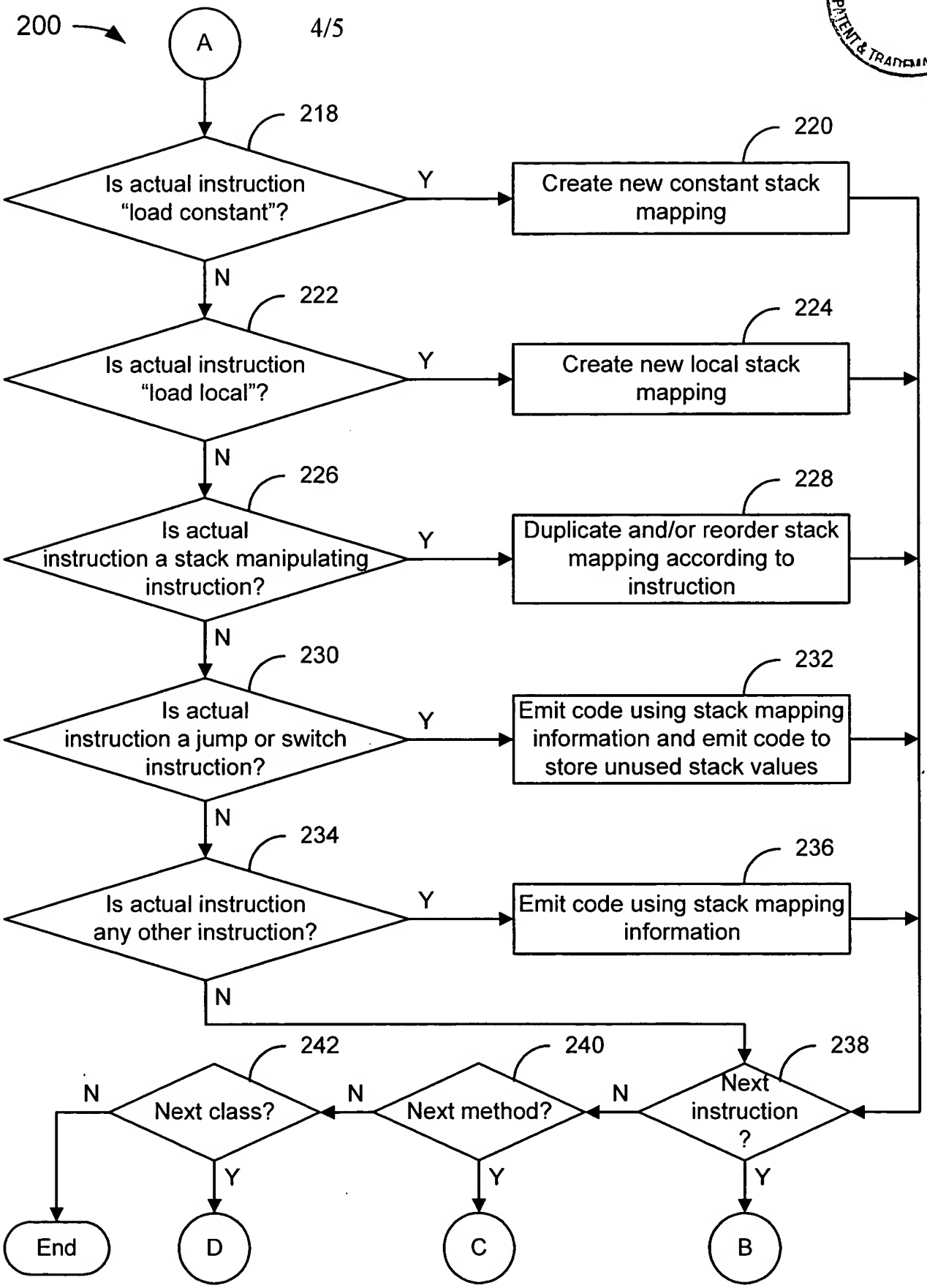

FIG. 2B

300 →

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<table>
<tr><td rowspan="5">For each value on the bytecode stack</td><td rowspan="3">A field showing actual mapping to storage in target machine</td><td>Constant</td></tr>
<tr><td>Local</td></tr>
<tr><td>Temporary</td></tr>
<tr><td rowspan="3">A field containing additional information</td><td>Stack</td></tr>
<tr><td>Constant Value</td></tr>
<tr><td>Slot Number</td></tr>
<tr><td>Register Number</td></tr>
<tr><td>For each target of a jump or switch instruction</td><td colspan="2">A field to store native code address</td></tr>
</table>

FIG. 3